GAMETEK

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# FAMILY FEUD™

## INSTRUCTION BOOKLET

GAMETEK

SUPER NINTENDO ENTERTAINMENT SYSTEM

**WARNING:** PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO HARDWARE SYSTEM OR GAME PAK.

Gametek's® Super Nintendo version of Family Feud™ gives two families of five members each a chance to answer both usual and unusual questions. With over 4,000 questions based on surveys of 100 people, Family Feud provides your Super Nintendo with the same kind of fun contestants have been enjoying on this long running game show.

To ensure maximum enjoyment of your new Game Pak, please read this instruction manual thoroughly. Please save your manual in a convenient place for future reference.

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**Game Hint and Tip Line**

**1-900-903-GAME (4263)**

- 80¢ per minute charge
- Touch tone phone required
- Minors must have parental permission before calling
- Available 24 hours

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Nintendo

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Will your family earn the 300 points by guessing the most popular responses to the TV game show's actual survey questions? In the Bull's-Eye Round you can earn the right to play for up to "$20,000", but to win the "dollars" you'll have to defeat another family in two or more Main Rounds, and then score 200 points in the Fast Money Round. If your family has the staying and playing power to win all five times, your earnings can reach "$100,000"!

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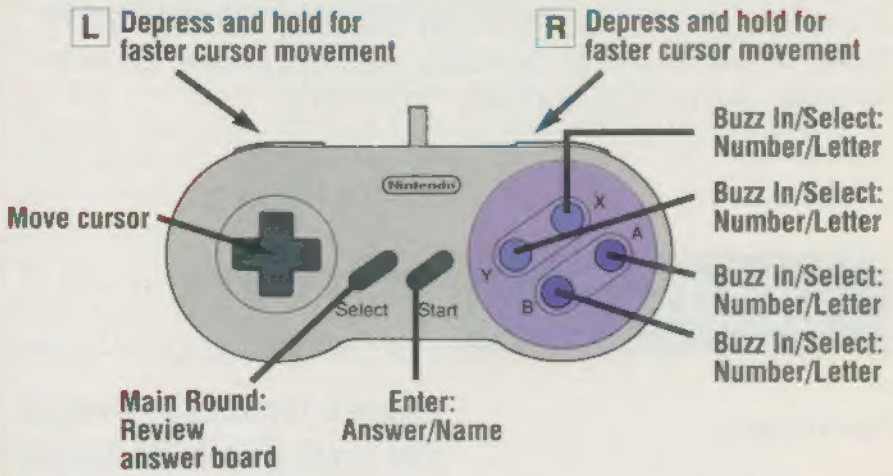
# THE CONTROLS




## The Buttons

**Button L** - Depress and hold for faster cursor movement

**Button R** - Depress and hold for faster cursor movement

**Buttons X and Y** - Buzz in for Question Control
- Delete: Number/Letter
- Toggle Options
- Select: Play/Pass

**Buttons A and B** - Buzz in for Question Control
- Select: Number/Letter
- Toggle Options
- Select: Play/Pass

**Control Pad** - Move Cursor
- Toggle Options



**Start** - Enter: Answer/Name
- Enter Options
- Enter Play/Pass

**Select** - Main Round: Review answer board
- Toss Up, Bull's-Eye Rounds: Enter Answer/Name
- Fast Money Round: Pass
- Toggle Options
- Choose different families
- Select: Pass/Play

# SETTING UP THE GAME

1. After the Family Feud logo has finished spinning, and the set lights have come on, pressing any button but START will toggle between 1 Family, 2 Family, and Practice games. Pressing the Start button will lock in your selection.

Now the Options screen will appear. Use the control pad to select the option you want to change. Press A,B, X or Y to toggle between on and off. Press Start when all your options are set. **Note:** If you set the Play Fast Money Round to **NO**, both player's jackpots will only be $5,000 in the Fast Money Round.

2. In the (1) Family Game, the player will be pitted against a computer controlled family. The player's family can play up to five games, but as soon as the computer family wins they must start again.

3. In the (2) Family Game, 2 players' families battle directly. A family can play up to five times, but as soon as an opposing family wins, they're out and must start again

**4.** In the Practice Game the player has no opponent. The family simply plays until they amass 300 points, and then goes for the big "money" in the Fast Money Round. This game is a good way to learn the way the game plays, or to relax and answer questions without the competition.

**5.** After choosing your type of game and pressing the START button, you will select your family. Pressing SELECT will toggle through each of the four different families in Family Feud.

**6.** Now enter your family name (up to 10 letters) by using the CONTROL PAD to move the cursor over the appropriate letter in the alphabet box. To move the cursor at a faster rate, hold down the L or R button while directing the cursor with the CONTROL PAD When the correct letter is highlighted, press the A or B button to select it. Pressing the X or Y button will delete the previous letter chosen. When you are done entering letters, press the START button, or move the cursor over END and press button A or B.

**7.** After the family name has been entered, the Returning Champions? prompt will appear. If your family has won before and played less than five games, you may enter the pass code given to you at the end of the game to return with your previous earnings. Enter the pass code as you did the family name in step 6. When done move the cursor to END and hit buttons A or B. If you do not want to use a pass code, just hit START.

**8.** In the (2) Family Game, Family#2 will now repeat steps five, six and seven. In the (1) Family Game, the computer will now select its name and members. In the Practice Game there is no opponent.

**9.** The game automatically starts when both family names and pass codes have been entered.



# THE BULL'S-EYE ROUND

**1.** Before the Bull's-Eye Round, each family is given $5,000 to their Fast Money Jackpot. To win the Jackpot they must defeat the other family and score 200 or more points in the Fast Money Round.

**2.** During the Bull's-Eye Round the families try to add wealth to their Jackpot by guessing the Number One answers to questions.

**3.** Starting with the Fathers, a member of each family is squared off against his or her counterpart from the opposing family. The first question is worth $1,000, the second $2,000, etc. until the fifth and final question is worth $5,000. If a contestant gets the Number One answer, the Bull's-Eye, his or her family adds that amount to the Jackpot.

**4.** A Bull's-Eye Board and a window with the host and two contestants are shown on the screen. The question box will then appear. The question will now print out letter by letter. A player who buzzes in before the question has completely printed out, must answer the question while it is in incomplete form. The contestants then have three seconds to buzz in.

A. In a Two Family game, the first contestant to press any button on his controller wins the chance to answer first.

B. In a One Family game, the human contestant must press any button before the computer contestant does in order to win the chance to answer first.

C. In the Practice Game, there is no opponent, so the player must only beat the three second time limit.

**5.** If neither player buzzes in before three seconds have passed, a red x meaning incorrect appears, and the game continues to the next question.

**6.** Pressing the button brings up the alphabet box, and activates the timer. The player has 30 seconds to enter all the letters or numbers in the answer.

**7.** Enter your answer using the same method used for entering the family name. Using the CONTROL PAD move the cursor over the appropriate letter in the alphabet box. To move the cursor at a faster rate, hold down the L or R button while directing the cursor with the CONTROL PAD. When the correct letter is highlighted, press the A or B button to select it. Pressing the X or Y button will delete the previous letter chosen. When you are done entering letters, press the START button, or move the cursor over END and press button A or B.

**8.** When entering an answer, you may move the cursor to the _ to add a space between two words or you may run words together; either way is acceptable.

**9.** If the first player to buzz in does not get the Number One answer, the second player automatically gets the chance to enter an answer.

**10.** When all five questions have been played, each family is shown with the money amount they could win in the Fast Money Round. The game then proceeds to the first Toss Up question.

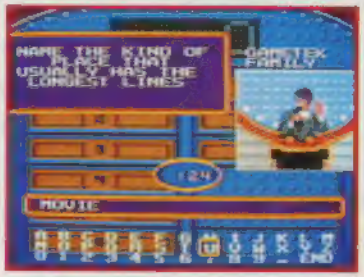


# THE TOSS-UP QUESTION

**1.** The first question is a toss-up for the two fathers to begin the family feud. This question determines which family gets to guess the answers to the survey question.

**2.** The left window on the screen announces the number of answers provided from the survey, the right window shows the host and the two fathers. The answer board is seen in the background.

**3.** The question is then asked from the left window, printing out letter by letter. The players then have three seconds to buzz in by pressing any button on his or her controller.




**4.** Like in the Bull's-Eye Round, the first player to buzz in wins the chance to answer first. Answer the question the same as you did in step 7 of the Bull's-Eye Round.

**5.** If your answer was one given in the survey, it is shown on the answer board in the order of the survey results.

A. If it is the number one answer people gave, your family automatically wins the toss-up and gets the option to play or pass.

B. If it is a survey answer, but not the top one, or it is an incorrect answer, the other family's father gets to provide an answer.

C. If neither father enters a correct answer, then the mother of the first family to buzz in gets a chance to answer. If she is wrong, the mother from the second family to buzz in gets a chance to answer, and continues this way through both families until there is a correct answer. If no member of either family can enter a correct answer, a new question is posed.

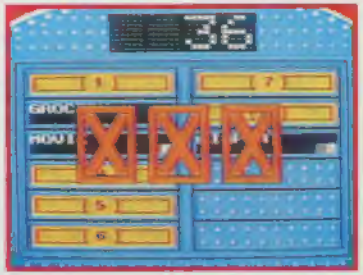
**6.** The winner of the toss-up is given the option of playing (answering) the question or passing to the other family. Press any button to toggle between Play and Pass. Press START to make your selection.

# PLAYING THE MAIN ROUNDS

If your family has chosen to play (answer the questions) or if the other family has passed the question to you, you must provide the remaining answers to the survey question in 45 seconds each.

**1.** Enter your answers in the same manner as the toss up question, except that Select will show you the Answer Board. Hit any button to return to the alphabet box. Note: the timer continues to run while you are looking at the answer board.

**2.** Answering questions continues through each family member until all answers are revealed or until you accumulate three incorrect answers (indicated by three red "incorrect" X's on the answer board).



**3.** If your answer was included in the survey answers, it will be displayed along with the points on the answer board. The points represent the number of people who provided that answer. These points are kept in a "bank" and then become the winning point values for each round.

**4.** If you successfully provide all the answers, you get to keep the points accumulated in the bank.

**5.** If you guess three incorrect answers, the other family gets the chance to "steal" all the points you have accumulated in the bank. They can do this by answering one correct answer to the survey question. If they do not give a correct answer, your family gets to keep the bank money.

**6.** Now, the next family members, the two mothers, face off for a toss up question. Play proceeds as in steps 1 through 5 except that all point values are doubled.

**7.** If 300 points have not been reached by either family after the mother feud, the third members of each family face off with point values tripled. The face off continues through both families with point values tripled until one side accumulates 300 points

**8.** The first family to accumulate 300 points (or more) is the winner and goes on to play the Fast Money Round.



# PLAYING THE FAST MONEY ROUND

**1.** In the Fast Money Round, the first two members of each family are selected to answer five survey questions. The first contestant has 1 minute 30 seconds. The second contestant has 2 minutes.

**2.** Questions are answered exactly as in all previous rounds, except that the SELECT button is used to PASS on a difficult question. A question that is passed on will be answered at the end of questioning, if there is still time on the clock.

**3.** The first family member provides one answer to each question. When she/he is done or when time runs out, the answers are revealed on the board, along with the number of people who gave the answer to the survey question.

4. The second family member gets a chance to provide answers to the same set of questions. If there is a repeated answer, a warning sound is heard and a message states that the answer has already been given. The player then must give an alternate answer.

5. When the second family member has answered all the questions, or when time has run out, both sets of answers are then revealed.

6. If the total points of both sets of answers is 200 or more, the family wins the amount in their Bull's-Eye Round Jackpot. If it is less than 200, the family wins $5 for each point.

# WINNING THE GAME

1. In a Two Family game, the winning family can choose to continue, if they haven't won five times.

2. In a One Family game against a computer family, if the human family wins the Fast Money Round, they can choose to continue, if they haven't won five times. The computer then generates another opponent family.

3. When a player's family is victorious they are given a pass code. They may return at any time with their cash earnings by entering this code (see #7 of Setting Up the Game).

4. Press any button to toggle between CONTINUE and NEW GAME. Press START to lock in your selection. One family cannot play more than five consecutive times.

# A MESSAGE TO THE PLAYERS

**1.** Spelling: This game has been programmed to allow for minor variations and errors in spelling. If a misspelled answer is reasonably close to the word's actual spelling, the computer will accept it as correct and will display the actual spelling when accepting the player's answer.

**2.** This game has been programmed to utilize the full TV screen. Since some older model TV sets have rounded screens, a portion of the image may be blocked out.



# CREDITS

**Imagineering Credits:**

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- Music and Sound Effects: Jim Wallace
- Technical Director: Roger Booth
- Creative Director: Carol Albert
- Producer: Dan Kitchen

**Gametek Credits:**

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- Executive Producer: Elizabeth Curran
- Production Consultant: Rod Humble
- Artistic Consultant: Dave Hall
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